Baseball™ Pro's

Getting Started

You can choose one or two player options, or alternatively you can view the teams.

View Teams

This option will allow you to look at the stats for all sixteen teams. Every single team has player with different skills. One might be a good hitter, but a slow runner so look carefully!

Stats Abbreviations

Batters

HAND Left or right handers
AVG Batting average
HR Home runs scored
SPD Running speed

Pitchers

HAND Left or right handers
ERA Earned running average
SPD Pitching speed
CRV Curve ability - Left, Right or Both.

Playing

Select a one player or two player game and press start. Now you can select your favourite team by moving Left and Right.

Controls

Batting

Up/Down/Left/Right	To move your batter within the box position.
A Button	Press then hold to swing. Quick tap to bunt.
B Button	Press with a direction to STEAL. Up for base 2, down for home and left for base 3.
Select	Time out. New batter / View Scores / View team.

Base running

Your batter will run automatically to base 1 and any other runners will run on to the next base.

A Button	Run back to base. Use with RIGHT for base 1, Up for base 2 and LEFT for base 3.
B Button	Run an extra base. Use with Up for base 2 and LEFT for base 3.

Pitching

Left/Right	Position pitching before pitch. Then curve ball after pitch.
A Button	Pitch
A and Down	Pitch faster ball
A and Up	Pitch slower ball
Select	Time out. View Score / View Teams

Fielding

Up/Down/Left/Right	To move fielders to the ball.

When holding the ball you can throw to base by pressing the A button and a direction. A Button and right for base 1, up for base 2, left for base 3 and down for home.

Soccer™ Simulator

Getting Started

At the start of a game player one is playing DOWN the pitch at half time the teams will swap over.

You have control of the player nearest the ball. The goal keeper will automatically keep goal. The controlled player is indicated by an arrow above his head.

Hints 'n' Tips

- Practise on the easier teams to start with.

Controls

When you have possession of the ball

UP/DOWN/LEFT/RIGHT	Dribble ball in the required direction.
A Button	Shoot in the direction you're pointing
B Button	Pass to a mate, in the direction you're pointing.

When you don't have possession

UP/DOWN/LEFT/RIGHT	Run in the required direction.
A Button	Shoot in the direction you're pointing
B Button	Slide and tackle.

Throw Ins, Corner and Goal Kicks

UP/DOWN/LEFT/RIGHT	Select the player to throw to.
A Button	Throw/ kick straight ahead.
B Button	Throw/ kick to selected player.

When playing the one player game the teams are in the following order of difficulty:
France Holland USA Russia England Brazil Argentina and Germany.

TRO ™
orts

Getting Started

There are three riders in each race. Use SELECT then START to choose how many players are going to race. The remaining riders will be controlled by the computer. If you have a four player adapter you can control all three riders.

Now use SELECT and START to choose which track you want to race.

Dirt Biking

This race is for beginners. It is a race over 3 courses. Use this choice to practise and get used to the controls

Desert Riding

This is an intermediate race. It lasts over five courses.

Quarry Racing

This one's for experts only! A tough and gruelling race over 7 courses.

Playing the Game

When each race starts you are told...

RIDERS READY - PEDALS READY - GO!

Accelerate the instant you are told to go. Start too early and you will have to press again. Too late and you will lose time.

Controls

Left	Steer bike anti clockwise
Right	Steer bike clockwise
A button	Accelerate

BMX Simulator ™

Race as though you are in a real BMX race. The Burms turn you the roughs slow you down. Also the hills and slope react with the bike just like the real thing!

Getting Started

Use the select then start to choose an option.

1 Player : Play against a series of 8 computer controlled players and try to win the championship.

2 Player : Play against each other.

Help

Displays the playing tips and allows you to practise shots.

Rules of the Game

The Serve must land in the box between the net and the other player. Anywhere else is a fault. For each point you have two attempts to serve correctly.

During play - the ball must only bounce once before you hit it.

To Win the game - you must win points in order Love (0) - 15 - 30. When a deuce situation is reached the first player to get two points ahead of the other wins.

Hints 'n' Tips

Don't let the ball hit your body. Press the A Button before the ball reaches you.

Use the help feature to practise your shots.

Pro TENNIS ™

You can choose the length of the match - Short, Half or Full. This will set the number of games per set one three or six.

Controls

Serving - Press the A Button once to throw the ball into the air. Then press again as it comes down to serve.

Hitting the ball - Press the A button as the ball comes towards you.

4 QUATTRO Sports

was brought to you by...

Pro TENNIS™

PROGRAMMING	*Gavin Raeburn*
GRAPHICS	*Brian Hartley*
MUSIC	*Gavin Raeburn*

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Baseball PRO'S™

PROGRAMMING	*Pete Williamson*
GRAPHICS	*Toby Eglesfield*
MUSIC	*Allister Brimble*

and generally artie techie things...

PACKAGING	*Victoria Healey*
ART MANAGER	*Shân Savage*
PRODUCTION	*Stewart Regan & Pat Stanley*

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IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.
DO NOT touch the connectors or get them wet or dirty.
DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.
DO NOT store the game in places that are very hot or very cold.
DO NOT hit it or drop it or attempt to take it apart.
DO NOT use on a FRONT OR REAR PROJECTOR TV.Projection TVs can be permanently damaged by displaying stationary screens or
patterns, eg. a game in pause mode.
Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

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Calls cost $1.75 for the first minute
and 90 cents thereafter.
Phone the Codemasters' Helpline for Hints and Tips that will help you play Quattro Sports™

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1. This device may not cause harmful interference and
2. This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/tv technician for help.

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